

Lepanto 4-ever

DECEMBER

ISSUE #4



BREAK THROUGH IN BERLIN.

This is Lepanto 4-ever #4 (December), a monthly zine published by Per Westling, Rydsv. 246 c:16, S-58251 LINKÖPING, SWEDEN, email PerVers@Linus.IDA.LiU.Se (InterNet), phone [+4613 or 013] 260495.

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"Bloom County", by Berke Breathed. "Calvin & Hobbes", by Bill Watterson.

Cover illustration by Roger Klein, Ryds Allé 10B, S-58248 LINKÖPING.

DEADLINE FOR THE NEXT ISSUE: JANUARY 15TH 1990

During 1990 the deadlines will be the 15th of each month, except for the months of June and July. June will have the 8th as deadline and during July Pax Germania will be published, as a flyer (at no extra cost) for players, with 20th July as deadline.

CONTENTS

Editorial	3
Fog of War (by Phil Reynolds)	4
Zine Reviews	6
LoCol	8
The Lepanto Opening (by Len Lakofka)	10
In Memoriam (by Larry Peery)	12
Pax Germania #16	14
Address List	19

Personal messages

EDITORIAL

This is my last zine of the '89 and also of the 80s. I would like to say that I view Christmas as an inferior holiday compared to the celebration of the New Year. When I was a child the preference was reversed, but the optimistic views I've got about some of the World's problems, and bad feelings after some Christmas celebrations has made my preferences as they are today.

How they will be tomorrow is another question. I still thinks there are a lot of problems that must be overcome (e.g. pollution, energy, food) if the human race shall survive into the next century.

Well, I haven't mentioned India (Bofors) or Eastern Europe yet, but as they say "a picture says more than 1000 words".

Have a Merry Christmas and a Happy New Year!



Sports: What about some real football? Not the NFL, no the game there you uses your feet. As you might know the World Cup Finals take place this summer in Italy. Qualified are England, Belgium, Sweden and.... USA! For the first time since 1954 (?) USA has succeeded to qualify. Maybe they can learn a thing or two until the next time (94) then WC Finals will be held in the States. And finally I just want to say that it's a pity that Denmark failed this time. Hope to see them 92 and 94.

NEW YEAR'S QUIZ

Below are some extracts from the beginning of some sf- and fantasynovels. They all have one thing in common. Can you find this, and also find the titles and authors? Send your answers to the editor before next deadline. The best solutions will be rewarded with extended subscriptions.

1. On the day of the big rescue, Wil Brierson took a walk on the beach.
2. The beginning of it, for Dennis Lanning — the very beginning of his life — was on a hushed April evening of 1927.
3. This time there would be no witnesses.
4. ONE WINTER SHORTLY before the six week war, my tomcat, Petronius the Arbiter, and I lived in an old farmhouse in Connecticut.
5. Rooter was at once the most difficult and the most helpful of the pequeninos.
6. 'You are a crook, James Bolivar diGriz,' Inskipp said, making animal noises deep in his throat while shaking the sheaf of papers viciously in my direction.
7. 'WE NEED you to kill a man.'
8. The Capital Beltway wraps Washington, DC, in a concrete noose.
9. Burnished trumpets sounded a flourish. The ducal party rode gaily out of the Château de Riom, horses prancing and curvetting as they had been trained, giving a show of spirit without imperiling the ladies in their chancy sidesaddles.
10. Rukbat, in the Sagittarian Sector, was a golden G-type star.
11. The story so far:

In the beginning the Universe:

This has made a lot of people very angry and been widely regarded as a bad move.

12. A lone figure trod softly toward the soft light. Walking unheard, his footsteps were sucked into the vast darkness all around him. Bertrem indulged in a rare flight of fancy as he glanced at the seemingly endless rows of books and scrolls that were parts of the Chronicles of Astinus and detailed the the history of the world, the history of Krynn.

RULES FOR FOG OF WAR

A Diplomacy variant by Phil Reynolds. Reprinted from Dipadeedoodah! February 1989. Slightly modified to be used in L4E. Note that some of the houserules are changed by these rules.

1) The 1976 version of Rules for Diplomacy are in effect. Fog of War plays exactly as regular Diplomacy, but the differences lie in what information is reported to each player.

2) A game year will be separated into Winter/Spring and Fall seasons. This should generally not be any more of a problem than in regular Diplomacy. In fact, it will frequently happen that a player will be totally unaware of his enemies' actions.

3) Players do not automatically receive information on the positions of all units on the board. Each of their units "reports" sightings of enemy units to its supreme commander (i.e. the player) at the end of each turn, after all movement and attacks have been resolved.

4) In Fog of War games run in Pax Germania, a blank map will be printed in the appropriate section of the zine. Noted on the map for each turn will be the individual player's own units, along with all those enemy units which are within one legal move of at least one of the player's units.

• Example... For Winter 1900, the Italian player would see on his map his own units in Ven, Rom, and Nap, along with the Austrian fleet in Tri (because of A Ven).

• Example... At the end of a turn, England has F Pic and France has A Par. The French player sees the English fleet on his map, but the English player does not see the French army (since F Pic-Par is illegal).

5) Possible convoy routes have no effect on sightings.

• Example... At the end of a turn, England has A Lon and F Eng, while France has A Par. The English player is not notified of the French army's existence.

6) In the case of units "bouncing" in an attack or one unit is successful but no retreats are necessa-

ry, a player will only see those enemy units that are sighted at the end of the attack.

• Example... Italy: F ION-Tun; France: F WES-Tun. Both attacks fail, but neither player is made aware of the opposing unit's existence since they do not lie within one legal move of each other. Thus the Italian player will know he failed to take Tun, but not who attacked it or from where. The French player, however, should be able to deduce that the opposing unit came from Ion, but not necessarily who was responsible for the attack.

• Example... Italy: F ION-Tun; France: F WES-Tun, F Naf S F WES-Tun. The French fleet takes Tun, which is noted for Italy because of F Ion. However, Italy is not informed of the supporting unit in Naf, though the Italian player should deduce its existence.

7) In the case that a unit is attacked and holds its ground, the player will be notified of this by "striping" the attacked space, but making no mention of who attacked or from what space the attack was made.

• Example... Russia: F Rum H, F BLA S F Rum; Austria: A Bud-Rum, A Ser S A Bud-Rum. Russia will see that Rum is "striped", indicating an unsuccessful attack on the space. The Russian player will not even see the Austrian armies on his map, since his F Rum cannot move to Bud or Ser legally.

8) Retreating units are considered to be still in the space from which they are retreating for the purpose of sightings. Thus the defending player will always know the identity of the attacking unit, but not necessarily the space from which the attack came. All other units that are within sighting are likewise noted.

9) A player will not be given a list of possible retreats for a given unit. The reason for this is illustrated by the following example.

• Example... Russia: F Rum H, F BLA S F Rum; Austria: A Bud-Rum, A Ser S A Bud-Rum, E Gre-Bul(sc); Turkey: F Con-Bul(ec), F Ank-BLA. The Russian player must retreat F Rum. His map would show the following information: Austrian A Rum, Turkish F Con and F Ank, Russian F BLA, and a striped Black Sea, with all other spaces empty. Russia is unaware of the standoff in Bul, which appears to be an available retreat in addition to Sev. (Should the Russian

player eventually choose to retreat to Bul(ec), his fleet will of course be destroyed.)

10) Conditional orders on an enemy unit's retreat are possible only if the player has a unit within sighting of the anticipated retreat.

• Example... Germany: A Mun-Bur, A Ruh S A Mun-Bur; France: A Bur H; England: A Pic H. The French army must retreat to Bel, Par, Gas, or Mar. The English player could write conditional orders for the unit retreating to Bel or Par, but not Gas or Mar, since these spaces cannot be sighted by A Pic.

11) Conditional orders on another player's adjustments are possible only if the player has a unit capable of sighting the anticipated site of adjustment.

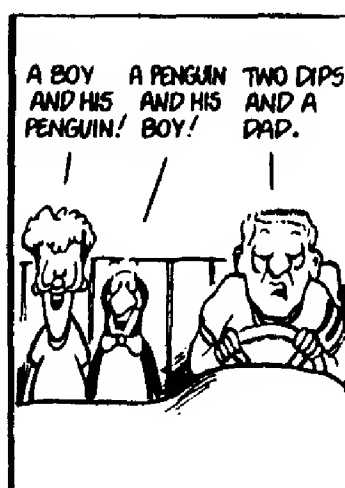
• Example... Austria has F Smy; Turkey has both Con and Ank unoccupied and is allowed one build. The Austrian player could write conditional orders on the type of unit built in Con, but can write no such orders for any possible builds in Ank.

• Example... Same as the previous example, but Austria also has A Ser and Turkey must retreat F

Rum. The Austrian player could add conditional orders on F Rum disbanding or retreating to Bul(ec), but not for it retreating to Sev or BLA. 12) A player will only receive knowledge of the supply centers he owns at the end of the fall season, and not that of other players, unless of course he has a unit within sighting of an enemy unit located in a supply center, in which case it will be noted on the map in the normal fashion.

I believe these rules and examples should answer most of the questions on Fog of War. Later revisions will be made as clarification and playtesting requires.

This variant was originally intended to be played like regular Diplomacy (i.e. players know each other's identity). A gunboat Fog of War is possible, of course, and probably very nerve-wracking! Can you imagine not only being in the dark as to the identities of your fellow players, thus making communication all but impossible, but also being in the fog as to positions of enemy units on the board? Yikes! I guess I'll have to run one to find out!



Errata: L4E#2

In the rules for Cline VI some provinces abbreviations were not explained:

- *Jer Jerusalem
- Kaz Kazakistan
- Kuw Kuwait
- Lib Libya
- *Mec Mecca

Section 11) Antarctica:

Now: "only one fleet can convoy ANT at any one time"

Should be: "only one fleet can occupy ANT at any one time"

Errata: L4E#3

I said that "one shots" were zines that only came out in one issue. More correct are that "one shots" are zines that are made on special occasions, eg. cons. Normally they are done quickly with simple equipment.

ZINE REVIEWS

The last issue's "Zine Reviews" didn't look as good as it could have (I didn't notice until all copies were printed) so in this issue I'm back to the normal way. Even if I use the table format sometime in the future (which I probably wouldn't need to use as the amount of new zines I get probably will reduce) it should be used as quick reference, and an explanatory longer review should take care of that which the table can't handle.

As usual you can find all addresses in the address list.

Some complementary information on the zine Dipadeedoodah!: It cost \$1/issue in the US, and \$2/issue overseas. Phil Reynolds also informs me that the number of pages will rise (lowered copy cost — lucky bastard :-). Anyway, this rather new zine is worth testing.

Other rather new zines:

Heroes of Olympus [Heroes] Steve Nicewarner (US), monthly, legal. USA 40¢/issue. #2 [Oct] 6pp; A Diplomacy zine with no Diplomacy games in it! Runs "Down With the King", "Blood Royal", "En Garde!", "Nomic" and more. Includes short introduction to "Down With the King" (another nice game from Avalon Hill) and a column about the drug crisis.

Megalomaniac [MM] Rich McKey (US), monthly, legal. USA: subs US\$7.5/10 issues and game fees US\$2. #5 [14 Nov] 8pp; Have openings in RegDip and Youngstown XII. Letter column, and an article about pets "seen from the other side".

View From Another Shore [VFAS] John Dods (NZ), monthly, A5. Subs US\$1.25, 0.8 UK p, or A\$2 per issue. No gamefees for overseas subscribers/traders. #2 [18 Oct], 52pp!; One of 3 zines in NZ (which has 3.5 million people and 40 million sheep => 1 zine per 13 million sheep :-) compared to Sweden's 8 million people and 1 zine!). Shows great promise. In this forum for the Australasian hobby RegDip, Gunboat and Hardbop Downfall games are run. And there are openings for all of those plus Int. Downfall & IntDip. Also a big letter column, and a push for the commercial PBM-hobby. Try this and do send John some stamps so you get a lot of Brownie points!

I hope you support these new zines so that the hobby lives on!

Some "established" (in one case also very unhip :-) zines from the New Worlds...

Northern Flame [NF] Cal White (Can), monthly?, 1/2-legal. Subs 3¢/page+postage (Can\$10 recommended as a lump sum). If you live in the UK you can send a few pounds to Doug Rowling. #17 [12 Nov] 52pp; RegDip games run but no openings. Contains very big letter column, CDO News, Scruples, Hardbop Downfall rules, some stuff about baseball and some more.

Cathy's Rambling [CR] Cathy Ozog (US), monthly, legal, 70¢/issue. Will fold after issue #50 when Cathy becomes a player instead of an editor. #44, 14pp; RegDip, Gunboat and Downfall, no openings (naturally). Contains good letter column, short introduction to what is available in the commercial hobby and a very useful survey of the British Diplomacy hobby, by Andy Mansfield, publisher of Will It Lead to Trouble!? [WILtT!?!].

Beowulf Andrew England (Australia), monthly, A5, A\$1.8/issue, A\$3 "refundable upon completion" game fee. #34 [21 Nov] 24 pp; RegDip and some variant (with Vikings), openings in Cannibalism II and maybe another game. Contains rules for Cannibalism II, big letter column and some more.

...And some from the Old

Variants and Uncles [V+A] James Nelson (UK), bi-monthly, A5, 50p/issue, runs variant games to 3-weekly deadlines in a supplement. This is the forum for the UKVB Archivist. It is dedicated to the reporting of variant news, as well as printing variants and articles concerned with variants. #18 [Oct] 23pp; Openings in Woolworth II-D, Contains rules for Diadochi VI & Flintlock II, a report from the WorldDip Variants Meeting at ManorCon 18 July 88 [sic], an article about Excalibur with some suggestions for a second version, an article about how to play Woolworth II-D, and a letter column. #19 [Dec] 19 pp; Letter column, Hardbop rules & article about design, report on a Viking Diplomacy II game.

Froggy Andy Bates (UK), 4-5wkly, A4, Subs per issue 40p UK/50p Europe/60p Overseas per issue. Runs various Dip, variants and non-Dip games (over 30), contains news from the British Hobby, some political articles, news from NFL. #38 [1 Nov] 36pp; Answers from the Froggy New Year Quiz. #39 [22 Nov] 20pp; Openings Vain Star & "Win, Place & Show" & "Snakes & Ladders", postal rules "Snakes & Ladders".

The Yorkshire Gallant [TYG] Mark Nelson (UK), bi-monthly, A5, Subs 90p/issue (A\$20 for 10 issues to John Cain (Australia), or US\$1/issue to Paul Gardener (USA), or Can\$1/issue to Randy Grigsby (Can)). Games are run in a game-only issue which are 4-wkly. The games are RegDip, various variants, IntDip and RR. #50 [Nov/Dec, double issue] 60pp; Openings in Semi-IntDip using the American system, Hardbop Downfall and Imperialism VIIR. Contains a thought-provoking article about why Kathy Caruso prefers Postal Dip, an introduction to E-mail Dip (much better than the one in DW #56) by Michael O'Regan, a guide to US Universities by Fred C. Davis Jr, an article about Greece's big importance in Dip by David McCrumb, a 2 page subzine by the editor of TYG's sister zine NF (Cal White), an article on playing Umbar in Definitive [sic] Downfall, the rules for Hardbop Downfall, articles about England in Dip, some reviews of variants (from the mid 70s), how to play 1829, a letter column and finally an article that recommends running as a way to improve your Dip. Well, lots of stuff in this double issue. Be prepared, though, that this zine isn't a FFZ (Feud Free Zine). Some of the material have also appeared in Electronic Protocol #121.

C'est Magnifique [CMag] Peter Sullivan (UK), monthly?, A4, 35p everywhere!, game fees 1-3 issues. #76 [18 Nov] 14pp, runs RR and RegDip, openings in RegDip, IntDip (6wkly), Downfall VII, RR, IntRR, and Jotto. Contains hobby news and letter column. Included in this mailing were also the Zine Poll and the 4-page min-zeen Globetrotter (also by Peter) preparing for the trip to WDCII.

Hopscotch Alan Parr (UK), 6wkly, lying A4, 40p+postage (15p in the UK)/issue. Extra fees to cover separate report sheets if you play in any games. This is a non-Dip zine running all kinds of postal games (even a Dipvariant in the subzine Zurich Times). #89, 13pp (A5), runs United (Soccer), RR and more. Various game openings. I find this zine a bit hard to read but still think it's worth a try. Also included for all new readers are a very well-written flyer presenting the postal hobby and the various games run in Hopscotch.

LoCol

As this issue is published rather close to the last one I haven't got many letters since the last time. Well, here goes:

Rich McKey (Chatham, MA, USA, late Nov):
"Hiya Per!

Here's MM #5 (very late). I'll be willing to trade until such time as you decide to go entirely in Swedish (it won't do me any good to be receiving L4E if I can't read it!) I have to say, if you want to promote the hobby in Scandinavia, keeping L4E a primarily Scandinavian language zine is probably a good idea, although that of course, cuts you off from large portions of the English & US hobbies.

Thanks again, Rich"

((After issue #2 I went over to a completely English zine. You mentions one of my reasons in your letter (particularly Trade is hard to do with a zine written in Swedish). Another reason is that the interest from Scandinavian readers have been rather cool so far. This has to do with the fact that the hobby has been more or less asleep for some time in Sweden, and Scandinavia. I hope this zine will encourage other fans in Sweden to start with zine-making. If they do there might be enough readers and players in Sweden to make all-Swedish zines.))

Kalle Stengård (Stockholm, Sweden, 27 Nov):
"((...))

Keep up the good Work!! Sadly enough I don't know what I could do to contribute to your zine (except being a player)."

((Well, just playing might be enough. As long as there are no NMR...))

"If you have a shortage of players you should contact clubs in Sweden; Jacob Lundqvist should have address to them. Personally I'll try to locate the club here in Södertälje, I think they organized the CAR WARS competition at the last LinCon."

((I don't have enough money to send freebies to all clubs in Sweden. Instead I send to people I think might be interested in PBM, but as yet few has shown more than little interest. One reason why I haven't reached the right people yet is that

since the zine started there hasn't been a big Con that I've visited. But as my zine is new it's a little bit early to tell how big the interest is in Sweden and Scandinavia for the hobby.

Even the Swedish Role-Playing and Conflict simulating games Association (SVEROK) is a new construction for most of the players in Sweden. But SVEROK's APA-zine might be a way to reach new players. What do you say, John?

You must mean SADS, "Svenska Auto-Duell Sällskapet". Yes, they were organizers at LinCon '89.))

"A question. How do you get foreign DIP zines? If one is going to send money abroad I've heard that there is a lot of trouble, isn't it?"

((As I make a zine in English I don't have any trouble to get a sample from different foreign zines as a sample trade is standard practice. In some cases this first contact has become a more permanent trade. But if you don't publish your own zine, and in some case even if you do, the easiest way is to send bills of money to the zine(s) of your choice. I hope my "Zine Reviews" will help my readers to find other zines that suit them. If you want your own sample of any zine it might be enough to send a IRC (International Reply Coupon, can be bought at your Post Office) to the zine editor. I used the "One Dollar Method" in the beginning: Included US\$1 in the letter asking for a sample. When you send smaller amount (i.e. up to \$10) the cheapest way are cash. Even if a letter or two disappears it's still cheaper then to pay the fees for different ways to transfer money. NB: The smallest £-bills available is £5.))

John Dods (Napier, NZ, 13 Nov): "Dear Per, many thanks for L4E#2, I look forward to seeing #3, #4...#100. ((...)) I find it interesting the decision ((?)) of yours to publish in English rather than Swedish, this is great for the internationals that read your zine (eg can read English), can most of your Scandinavian subscribers or all other potential Scandinavian subscribers read English, then this is fine, otherwise you are defeating your purpose of activating the hobby in Scandinavia. But I understand that in many European countries a vast majority of educated people are bilingual or multilingual; is this true in Sweden?"

Sadly in NZ very few people speak a foreign language, we are very much isolated, to travel to another country is not simply a matter of driving across the border or hopping on a ferry, as our closest neighbour (Australia) also speak English as do many of our Pacific neighbours.

Apart from our isolation there is now a large Bicultural movement ((unreadable)) our own country, and part of that is that the language of the indigenous inhabitants (the NZ Maori) is rapidly becoming more popular and I expect my son (now 20 months old) will learn Maori at school."

((Most Swedes understand English, the younger ones very well. Popular extra-language are German, French and/or Spanish. I for example, have studied French for 5 years, but I don't understand much. If one have English as native tongue I expect the necessity of learning a new language isn't that big. Maybe Japanese, though... I believe all my Scandinavian (actual and potential) subscribers understand English. Maybe they cannot express themselves sufficiently but as there will be all-Swedes or all-Scandinavian games in the zine I don't think that's a problem. And I expect, and hope, that new all-Swedish zines will pop up.

In Sweden, Norway, Finland and Soviet Union there lives the Laplanders. They have their own language and lives close to the nature. It was they who suffered most after Chernobyl. Some of them have moved into big cities and adapted themselves to the life of the city people. But they still preserve their culture. I expect that we all soon have to live as the Laplander and the Maori did before "our" civilization if we don't do anything about pollution, energy crises, and population expansion.))

John Cain (Balwyn, Australia, 1 Dec):

((Do you have to send Aerogramme with big suns on? In Sweden we've had non melting snow for 2 weeks now, and the temperature is constantly between -20 C and 0 C. ;-))

"I think the DC³ Network (jointly devised by Larry Peery, Michael Gibson (Australia) and Jan Neichwiadowicz (UK) as I understand it) sounds rather "fascist" - the name I mean. The concept is a good one, but it should just simply be called "Diplomacy Information Network" or "Interna-

tional Diplomacy Network" or something like that. I can appreciate Larry's humor in the name, but something more sensible would boost its acceptance."

((Well, I haven't had time to think much about this Network. But I agree with your suggestion of a more neutral name, IDIN maybe?

I might have the first Newsletter, Scandinavia (or Sweden) ready when it's time to make issue #5.))

Phil Reynolds (Sarasota, FL, USA, 29 Nov):

"((..)) One thing I worry about is that you may be offering too many game openings for a relatively small subber base. You can see from my recent issue that I generally have no more than 3 openings. Once one get filled, I make another. Or if there is little interest, I drop a proposal opening for another one that might have better success. Better to have a couple of filled games than several that are partially filled for months and months. That's one reason why variants are harder to get going — compared to regular Dip, more variant games were started the previous year (I think), but given that there are various variants of varying interest to varying people... clear as mud? Nevertheless, good luck."

((This was, and is, mostly because I don't know what will interest my subscribers. Some of the lists will probably dissappear in the future if there isn't enough interest. But I'm aware of the risk of to many games and have therefor acquired two "outside" GMs.))

"((..)) I too am a CS student, currently a senior and ready to graduate and get to graduate school! I used to be an English major before "selling out", as I usually think of it. ((..)) My favorite field seems to be artificial intelligence and machine learning. Ever heard of "genetic algorithms"? ((No..er..maybe)) Interesting search technique based on biological principles. I've been doing a lot of related work with them. My interests tend more toward cognitive science than, say, engineering. What about you?"

((Well, the Swedish and the American University system isn't equal but I think we are at about the same level. I considered going into research after graduating, but two things have made me

(("LoCol" cont. bottom page 13))

THE LEPANTO OPENING

by Len Lakofka

The Lepanto (as introduced by Edi Birsan some 2 years ago) has begun to find favors with more and more Italians. The advantages of that opening are also coming to light. The basic Lepanto is this: Ita—F Nap-ION, A Rom-Apu, A Ven H; Aus—F Tri-Alb, A Bud-Ser, A Vie.Bud (or Gal); then Ita—F ION C A Apu-Tun, A Ven H, build F Nap, Aus—A Ser S F Alb-Gre. In S02 F Gre-AEG, A Ser-Gre, A Tri S A Bud-Ser (or some continuation to prevent the fall of Greece and Serbia while getting F Gre-AEG, coupled with F ION-EAS, F Nap-ION. In F02, F ION and F EAS C A Tun-Syr while F Gre (AEG) spars with Turkey.

The point of the attack is to get behind Turkey and attack him in Syria with repeated supported attacks. The convoy might try for Smyrna or F EAS might try for Smyrna. FEAS-SMY, FION-EAS is not as good a continuation unless Austria built to be able to secure the Aegan or in case Turkey had his fleets split. The idea is for Italy and Austria to cooperate versus Turkey while Russia is neutral or hostile to Austria, but not hostile toward Turkey, unless a firm agreement of aggression versus Austria has been secured for the post-Turkish (clean up) campaign.

It must be noted that the atmosphere for a Lepanto must be near perfect. If England and France and Russia are destroying Germany, Italy dare not attack Turkey because France will come upon him before the builds from the Turkish conquest can repel the French. Italy must have back up agreements with England if France is not the subject of a western attack and a back up agreement with Russia if Austria and Russia are joining in the attack of Turkey. The back up agreements, however, are fraught with great danger! While Italy will survive because France and/or Austria will be prevented from attacking Italy, a major corner power (Russia or England) will be growing in strength! Thus a new foe is being created which Italy will have to deal with later.

Why does Italy need a back up against an Austrian attack? If Russia and Austria attack Turkey along with Italy, it will be Russia and/or Austria that get first blood in Bulgaria. Also, those two countries have the best play for Constantinople and/or Ankara, whether either or both of these centers fall before Smyrna or not. Thus Italy will get one center at best from that three-power campaign and his army and fleet are a long way away from his homeland! If Austria decides to play to Tyrolia and has Trieste during 1902 or 1903, Italy will find himself hard pressed to continue. In one case Austria will overrun him. In the other, Russia will become too strong! Thus when Italy does Lepanto, Russia should be distracted elsewhere.

What will distract Russia? A German-English alliance operating against France and Russia will keep Russia and France busy while Italy and Austria blitz Turkey. It is very important for Italy to try to keep Germany alive in the early years. Germany can attack Russia and/or France and/or keep one or both of those countries occupied. This is to Italy's great advantage. If Germany dies very quickly, then Germany's attacker may turn in such a way as to attack Italy in middle game or will become too strong for Italy to challenge in the end game. You see Italy MUST plan ahead to be successful! He must look at immediate alliance structures, middle game prospects and end game possibilities for those last 2-4 centers needed for victory. The Italian boot is crucial to many eastern locked-up situations and many powers will try to enter the boot to insure at least a draw or to lock up their own victory.

Italy, if it does elect a Lepanto, must take great care. In like manner, if a Lepanto is not chosen, the same general priorities must hold fast. If Italy stabs Austria at the onset, he must do so knowing that Turkey and Russia are (or will be) at war. If he does not, the Russo-Turkish steamroller will, likely as not, just keep going. If Italy gets a Russian ally against Turkey, he must take steps to see that Russia is checked. This can be done by a strong England, France or Germany. Thus a point will develop where Italy will be dominant in the south, Russia in the east and someone in the west. The dregs of Turkey and a western power

will still exist. Italy must promote war between east and west while staying as friendly to both (or getting something from both). If Italy chooses Austria first, he can then Lepanto into Turkey when Austria is dead!

What if Italy choose France first? This campaign is much more difficult. Austria and Turkey are Italy's major foes and they have to be at war with one another. An Austro-Russian alliance versus Turkey, while Germany and England take France might do well. Again you must look to middle and end game. A middle game with Italy, Austria, Russia, Germany and England will result. Two of those powers must be eliminated (or

greatly reduced) as end game is entered. Going for England and Austria, or better, England and Russia, would give Italy the best end game prospects. If Germany and Austria are the targets, Italy can pit England versus Russia but the battle is a hard one. Englands strong corner position will hurt you too much unless you play perfectly. Anything is possible but take the line of least resistance.

Please notice that a medium strength Germany is generally good for Italy. It keeps people off Italy's back. Italy IS the hardest country to play, and will stay so as long as Diplomacy is played by mail.

THE ITALIAN WINS

Game #	Winner	Years	C.G.	A	E	F	G	I	R	T
71DN	D. Beyerlein	10	.70	15	-9	-7	1	18	-6	-5
65H	J. Smythe	11		11	-4	2	2	19	-4	-3
<u>65D</u>	J. Pournelle	12	.83	10	-7	-3	-10	19	5	-4
72BU	M. Rocamora	9		-4	13	1	-8	18	1	1
70BK	W. Buchanan	10		-6	13	-4	-9	18	2	1
69Y	R. Rosenfield	12		-10	8	-3	5	18	3	-4
67O	J. Beshara	13		-3	7	3	2	20	2	-6
<u>69CH</u>	S. Cairns	11		-6	7	4	2	19	2	-6
<u>68BA</u>	B. Mebane	11		-4	8	-5	1	17	-6	8
68CW	T. Eller	14	.85	-12	-14	16	-6	18	-14	-6
65P	H. Reinhardt	22		-18	-14	13	-12	17	-8	4
71DQ	L. Lakofka	10		-4	-4	13	-7	18	3	-9
67U	F. Clark	28		-7	-6	-4	17	17#	-27	-28
67J	L. StCyr	9	.78	-6	-8	-3	14	15	4	1
69CA	J. Power	11		-4	-5	1	11	18	4	-6
65I	J. Smythe	10		2	-8	-7	10	17	4	1
67AG	J. Munroe	6		-3	3	-6	10	18	3	-6
72BR	W. Buchanan	5		-3	3	4	9	18	-5	-5
<u>72CL</u>	J. Oliver	10		-6	-10	5	8	20	1	-5
<u>71AC</u>	L. Pulsipher	13		1?	-13	-7	9	15	9	-7
67N	G. Prosnitz	10		-3	2	-10	-10	20	12	-5
69BV	B. Labelle	10	.70	-3	-8	4	-8	18	12	-7
<u>70E</u>	J. Beshara	12	.25	-2	4	-5	-12	18	12	-6
<u>70AQ</u>	F. Calabri	18		-5	-12	-8	1	18	-6	15
67AE	C. Reinsel	9	.94	-3	6	4	5	19	-4	-8
69CE	R. Tulp	5?		-3	2?	6	6	12!	8	-5
70W	B. Ward	10		-3	4	3	4	17	6	-7
72FO	J. Boyer	8		-4	5	-6	7	18	3	1

A sample entry might read:

77JM	Prince William	8		-2	8	-5	-7	18	-3	8
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((Continues at bottom of page 13))

IN MEMORIAM

In my heart of hearts I only know that I am far from sure when I am acting and when I am not, or should I more frankly put it, when I am lying or when I am not. For what is acting but lying, and what is good acting but convincing lying?

Laurence Olivier

The world lost one of its great Diplomats just a few weeks ago, although I don't know for a fact that Laurence Olivier ever played, or even heard, of the game. If not it was our even greater loss. If he did, he set a standard of play that will stand for generations of future Diplomats.

One could, I think, put forward an analogy comparing his careers on the stage and screen, and as a actor and director, with the parallel roles in the Diplomacy hobby and game. And, if you think about it, it's not as far-fetched a comparison as you might, at first, think.

But it is the memories he leaves us as a role-player and model that I want to mention. We often, in the hobby and game, talk about peoples abilities as players of certain Great Powers. "He's a strong England, or Russia; but a weak France; and a horrible Turkey." How often have you heard that kind of comment? Or, "He's a rotten player, a terrible GM, and he spells terribly. I wonder why he sticks around?"

Olivier had the answer to the first. Fifty-eight films in fifty-five years, and countless performances on the stage tell it all. At one time or another he played all the Great Powers: MOSCOW NIGHTS in 1935; FIRE OVER ENGLAND in 1936; SPARTACUS in 1960; KHARTOUM in 1966; THE SHOES OF THE FISHERMAN in 1968; THE BOYS FROM BRAZIL in 1978; DRACULA in 1979; BRIDESHEAD REVISITED in 1981; WAGNER in 1983; and the others. His movie career spanned the Diplomacy board from one edge to the other. And in every performance he gave his best. Certainly a role model worth emulating.

My favorite Olivier performance was his 1965 film version of his stage role as OTHELLO, the only movie I have ever seen three times in three days. To this day, for me, it remains the standard by which I judge all performances on screen or stage by an actor. None has yet surpasses Olivier's performance as the Moor.

Olivier also had the answer to the second pundit. It was simple. He loved the theater above all else and, as long as he was busy in it, nothing else mattered. It didn't matter if it was a big role, or a small one; a big theater or a small one; a classic production, or a new one; a safe role, or a controversial one; as long as it offered him one more chance to perform on a stage and give, for one more time, his best performance yet. And when he couldn't be a Hamlet; he'd settle for being a ham. Only, perhaps, Helen Hays could steal a scene better. But beyond all that he shared his love for the theater, creating new productions and new theaters to give others a chance for their moment of immortality. The National Theater was his crowning achievement and it lives on as his legacy. I had a chance to see several of their performances last summer. It does him proud.

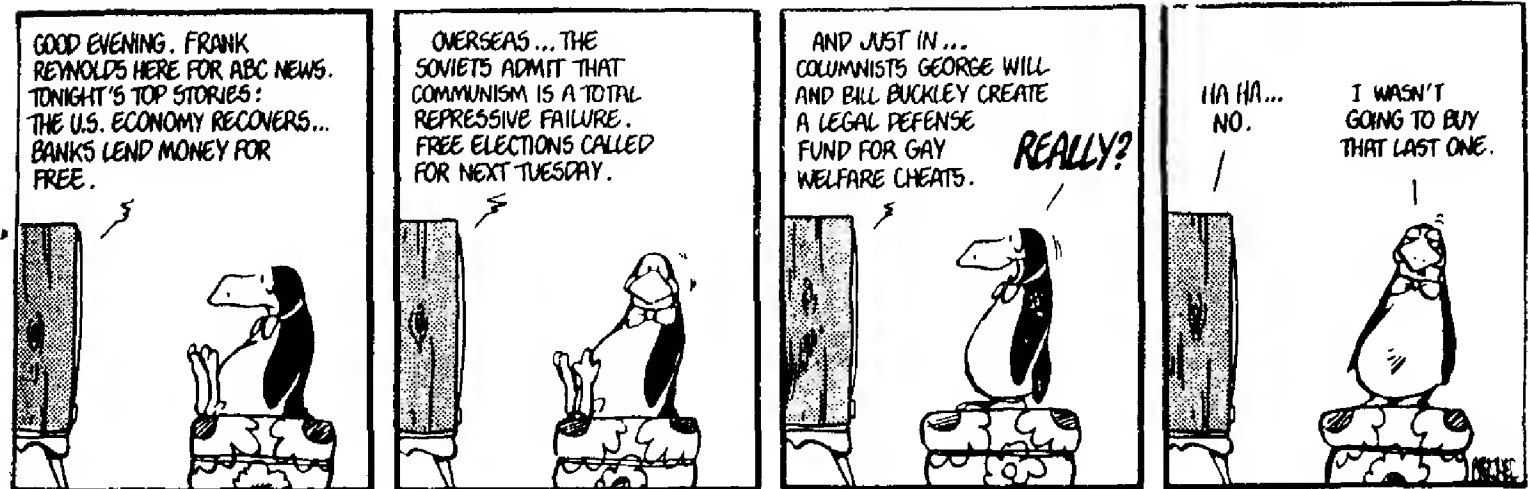
So, as you move about during this DIPCON, lying, cheating, and stealing in search of your own title role as DIPCON champion, keep in mind that the spirit of Laurence Olivier is watching your performance. Style and class, that's what he would have told you. Style and class. That's what he gave us.

— Larry Peery

((This article was published in the DIPCON XXII (27- 31 July, 1989) Program and also in DiplomacyWorld #55. The reason I reprint it is three-fold: 1) One of the (sad) memories from 1989,

this is last issue of 89 and even the 80s; 2) As a role-player I know how hard it is to be a good actor, and Laurence was one of the best; 3) To show that Diplomacy are more than just playing a game.

FIAWOL! — The Editor))



(("The Lepanto..." continues from page 11))

This would be the shorthand for the results of 1977JM in which Austria is eliminated in 1902, England survives with 8 centers, France is eliminated in 1905, Germany is eliminated in 1907, Italy (as played by Prince William) wins with 18 centers in 1908, Russia is eliminated in 1903 and Turkey survives with 8 centers.

C.G.—the fraction of the game in which the player played as a substitute.

In this listing there are 28 Italian wins in which 22 (78.56%) occurred with one other major power surviving in strength, 2 (7.14%) occurred with two other major powers surviving in strength, and 4 (14.29%) occurred with no other major power surviving in strength.

— Len Lakofka

((This article is a reprint from Diplomacy World #4, July-August 1974. It's the first article "How To..." and also the first article about the Lepanto opening that will appear in this zine. The article can be found in the Diplomacy World Anthology Vol. I (The Best of DW) and can be ordered for US\$18 from IDA, Box 8416, San Diego, CA 92102, USA))

(("LoCol" continues from page 9))

consider other futures; 1. I'm not goal-minded and self-disciplined enough; 2. I don't have any "favorite field". Well, Logic and Theoretical Mathematics (especially discrete) are interesting, but not enough. This inability to concentrate my interest in one field has been a problem for me all my life. At the moment I have a year off from my studies and will continue with them (and hopefully my "Final Thesis") in the Fall.))

"P.S. - Hey! What do you think of the Swedish pop band "Roxette"? I like their stuff. One of the duo's name is Per, also. What's the significance of this? I have no idea. Just wanted to fill up a little of this back page!"

((Roxette's music is OK. But I like Marie Fredriksson (the female part of the duo) better when she is solo. She's done some real good stuff as a singer (in Swedish), and not long ago she was elected as the best Swedish female singer of the 80s. Per [Gessle] is not a very good singer, but he writes good songs. "Per" is a common Swedish name. It is derived from Petrus (Peter), and means "rock". An American visiting friends in Sweden heard "The Look" at a party. He took a copy home and played it in a local radio show. The rest is history...))

Pax Germania

Edited by Per Westling

GAMESUBZINE OF L4E

ISSUE #16

(Underlined players means I've got a preference list from that player.)

WAITING LISTS

Regular Diplomacy

"2001", (Exp. [PBM-]players), GM Mats Persson

Players (4/7): Ulf Jireton, Kalle Stengård, John Robillard, Borger Borgersen

"The Forbidden Planet", (Inexp. players), GM Per Westling

Players (4/7): Johan Andersson, Björn Westling, Mats Andersson, Jonny Holmström

International Diplomacy, GM Per Westling?

Players (2/7): Borger Borgersen? (Nor), Phil Reynolds (US)

8 weeks (double time) deadline. Probably maximum of 2 players per country.

Variant Diplomacy

Gunboat without press, GM Per Westling

Players (1/7). Gunboat is Regular Diplomacy but you don't know who plays each country.

"War of the Worlds", GM Sven "-E" Eriksson

Players (2/9?): Kalle Stengård, Borger Borgersen

This was originally thought to be a Cline VI game but Sven might change his mind and switch to another multi-player variant (Cline ? or Youngstown ?). The rules of Cline VI can be found in L4E #2.

Fog of War, GM Per Westling. Rules published in this issue of L4E.

If you want to play this variant please let me know if you prefer "Regular" or Gunboat (or both).

Possible other variants: 1914 (rules in L4E #3).

STAND-BYS WANTED

If you're interested in playing or arbitrating please contact the editor. The same applies if you like to see waiting lists for other variants or PBM-games. Don't forget the preference list. I'm always in need of standby players. If you're interested do let me know and send in your

name and what type of games you're interested in, e.g. "All", "RegDip", "Diplomacy only". Each time you are asked to send in a move and do so you get your subscription extended with 1 issue. If you take over another players position (with a second stand-by move) you get another free issue.

If you at any time don't want to be left at a lists, let me know and I will remove your name.

Stand-bys so far: Steve Nicewarner (RegDip)

((Not many, eh? Lucky enough I don't have many games yet. Anyway, thanks Steve.))

THE GAMES

"Oscar II's nightmare" (RegDip, BNC # 1988??) Game-end statement by two of the three survivors and the GM.

Kalle Stengård (Germany): Germany wants to forget this game as quick as possible but congratulates Austria to good Diplomacy and blame himself ~~and Italy~~ for the result.

Jon Venbakken (France):

Why Don't the Swedes Play More Gunboat?
(Or: How I Lost a Game of Regular Diplomacy.)

I am a Norwegian who recently played in one of Per Westling's PBM Diplomacy games, together with another Norwegian and five Swedes. Per has been asking the participants to express how they perceived the game, and that is just what I am going to do. If you live outside Scandinavia, I really think you should read this. You might pick up some clues to why Swedes prefer role-playing games to boardgames, and why no nation wants a military alliance with Sweden!

I played France. During the first diplomacy phase I talked to the other Norwegian, who played Austria, and the Swedes playing England, Germany, Italy and Russia on the phone. The Norwegian's terms for an alliance were unacceptable to me. I am used to that. But the four Swedes accepted almost everything I suggested. In fact, they had a vocabulary consisting of only two words: 'YES' and 'MAYBE', and the probability of receiving a 'YES' answer to a question was close to 90 per cent!

After the first year, I feared the worst. Germany had in a sneaky way prevented me from taking East France (Belgium), and did not build the fleet he had promised to. England also performed some minor treachery. Russia had launched a hopeless attack on Germany, Turkey did nothing (!), and Austria and Italy made sensible Lepanto moves.

The Swedes still answered 'YES' to almost every suggestion. Because Austrian-Italian success in the East seemed probable, I needed an ally - fast! I decided to give the German a second chance. Now, I tried another approach. I told him: 'I don't trust you, but I want to cooperate with you. IF you accept an alliance proposal now, AND disappoint me again, I will fight you for the rest of the game. I will even leave my other borders undefended, if necessary. Such play is normally considered unfair, so I will only do it if you decide to ally with me, and then betray me. You may, of course, reject the whole offer.' Another 90-per cent 'YES' slipped out of his mouth. Shortly afterwards, he attacked me...

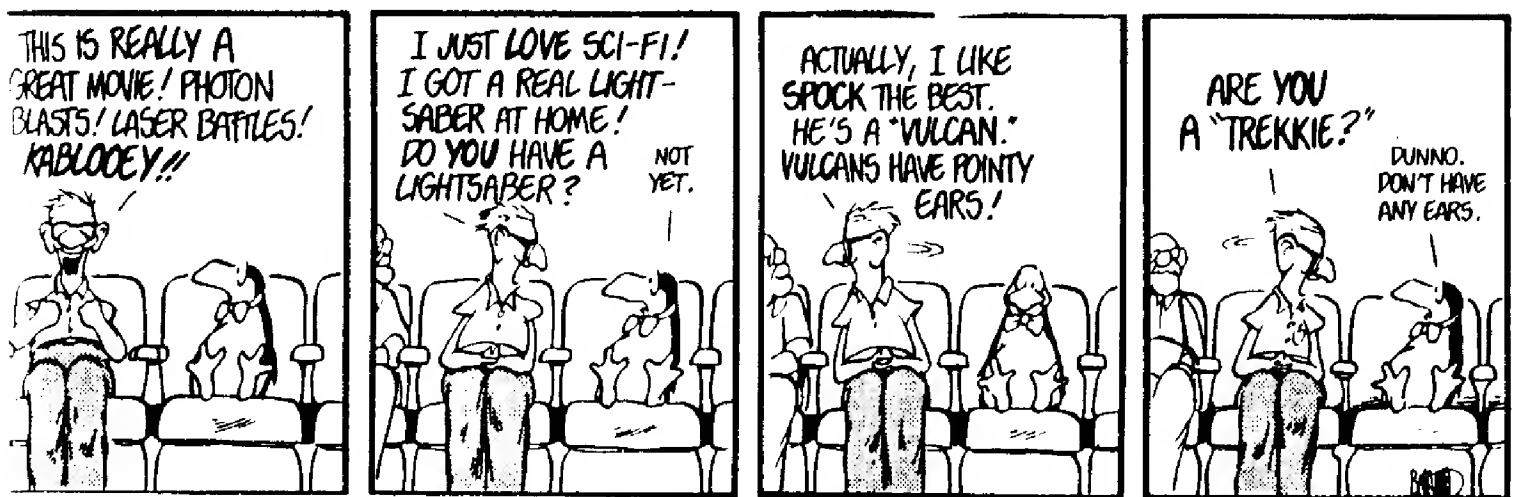
Luckily, I was not seriously threatened by England and Germany. They weren't very good at

Diplomacy military tactice. But now I really was in a hurry. The Russian fool and the passive Turk were no match for Austria and Italy. I had to try something desperate: I told England that I wanted an alliance with him. Of course, he said... 'YES'. Simultaneously and without telling England), I moved my fleet into the Mediterranean, in order to speed up the Anglo-French advance. But England betrayed me instantly!

I fought against England and Germany for some turns, and then Italy also turned against me. I continued fighting England and especially Germany, until everyone agreed upon a joint victory for Austria and Italy.

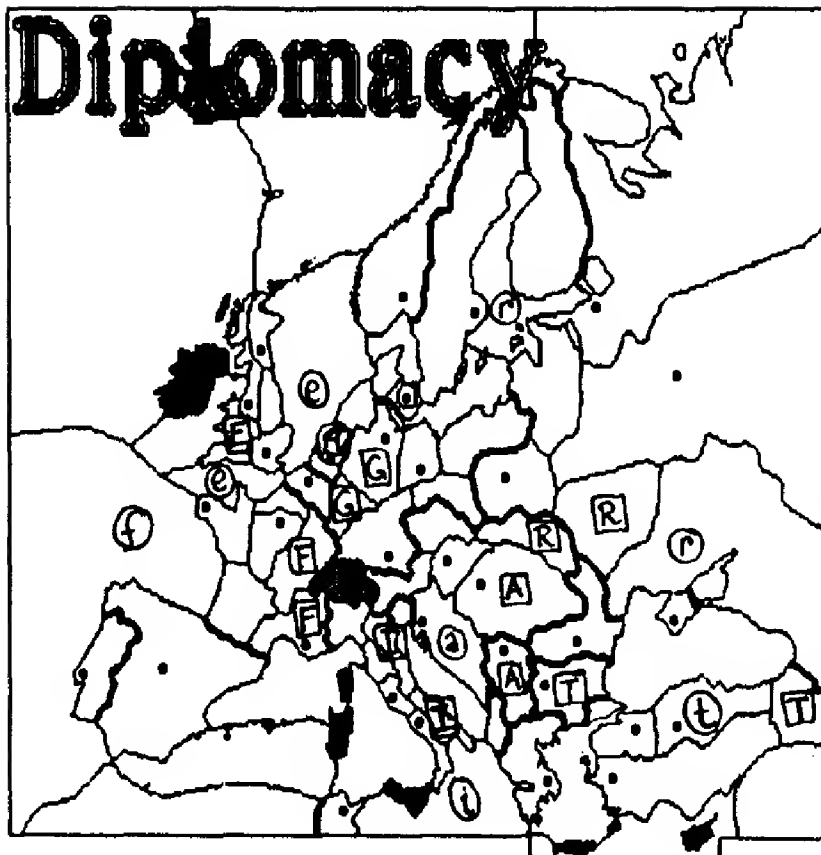
Per Westling (GM): I would just like to add some final (?) words. This was my first PBM game as a GM. As such it contained all those things that are dreaded: NMRs, mistakes by the GM, delays,... Well, you can't expect the first time to be brilliant.

From the beginning this game wasn't ment to be a Swedish-Norweigan one, just a Swedish. But as the interest was rather weak I was forced to contact Jon and Borger in Norway. I want to thank them for their interest (and patience). This PBM game and future ones might teach swedes the art of Diplomacy playing. One thing is quite clear; Norweigans are better Diplomacy players than Swedes. This was shown at one of the Swedish cons (GothCon). Of 56 participants in the Diplomacy tournament 15 were Norweigans. To the final did 5 Norweigans and 2 Swedes qualify! And it might have been 6-1 if there haven't been 7 Swedes at one of the qualification tables. Result in the final? Norway at places 1 to 5, of course....



“The Thing” (Gunboat, MNC # 1989???)

“The Thing” (variant title “The Thing From Another World”) Film (1951). Winchester Pictures/RKO. Directed by Christian Nyby (and Howard Hawks), starring Kenneth Tobey, Margaret Sherridan, Robert Cornithwaite and James Arness. Screenplay by Charles Lederer, based on the novelette “Who Goes There?” by John W. Campbell Jr. 86 mins. B/w. Remake by Universal in the late 70s.



GM: Per Westling

Game: The Thing

Season: Spring 1901

Variant: Gunboat with press

Next deadline: 15th Jan 90

Game notes: Don't forget to include (possible) retreats and builds with this move. (See houserules in PG #15 for more details.) In this Gunboat game Fall and Winter are together unless a majority wants a separation.

Standbys: Wanted

Austria: A Bud-Ser, A Vie-Bud, F Ven H
 England: F Edi-NTH, F Lon-Eng, A Lpl-Wal
 France: F Bre-MAO, A Mar S A Par-Bur, A Par-Bur
 Germany: A Ber-Kie, F Kie-Hol, A Mun-Ruh
 Italy: F Nap-ION, A Rom-Apu, A Ven H
 Russia: A Mos-Ukr, F Sev-Bla, F Stp-GOB, A War-Gal
 Turkey: E Ank-BLA, A Con-Bul, A Smy-Arm

Press:

Paris: The Republic of France are looking for a long lasting friendship with any neighbour and declares that France will not tolerate any unit moving into or near (eg English Channel or Piedmont) French borders. Such move will upset the French government ie. WAR.

Mr Big Mouth, Minister of Propaganda, Berlin: By this modest incorporation of the German people outside the German borders we hope for a increase of the stability in Europe. This could lead to a lasting peace between Germany and her friendly and reliable neighbours. For a more peaceful Europe!

Rome-All: The proud and invincible fleet is controlling the Mediterranean Sea, (Mare Romanum).

Rome-Paris: Our proud and invincible fleet will aid you to keep the dirty Englishmen from infecting your sunny Riviera.

Rome-Vienna: We have heard that skiing in Tyrolia is nice so we decided to send our northern army for a peaceful vacation there. Also it is nice for the soldiers to meet our honourable neighbours. Maybe they get a chance to meet some Bavarians too.

GM-Rome: Do you have an army I don't know about?

Rome-Constantinople: We will help you to watch your Mediterranean coasts so you can concentrate your victorious fleet on the northern barbarians.

New York Times: War in Europe!

GM-All: Hope to see more press next. See change of houserules below how to write your press.

HOUSERULES

Below are some amendments and changes of the houserules presented in PG #15. A copy of the complete houserules are available from the editor. Ideas and opinions are welcome.

1. The 1976 version of Rules for Diplomacy are used for Regular Diplomacy and Gunboat. For other variants the corresponding rules are used.

1.1 Any situation not covered by the rulebook will be decided by the GM. Any error by the GM must be pointed out by the next deadline or it stands as is.

1.2 In any one game special rules might be used that modifies any of these houserules. This will be noted by the GM before the game starts.

1.3 To play in any game you need to be a subscriber or a trader of L4E.

3. Press.

Unless otherwise specified "grey" press is used.

Everything below about datelines concerns "the sender" of the dateline, eg in the dateline "**GM - Board:** Hello everybody" the sender is GM.

3.1 "White" press.

A given player's home centers are reserved for him only in th datelining press. Also, any of the player's contry's home territory, as well as the country name itself are similarly reserved for use by the giving player only.

3.2 "Grey" press.

Only the home centers are reserved for a player.

3.3 "Black" press.

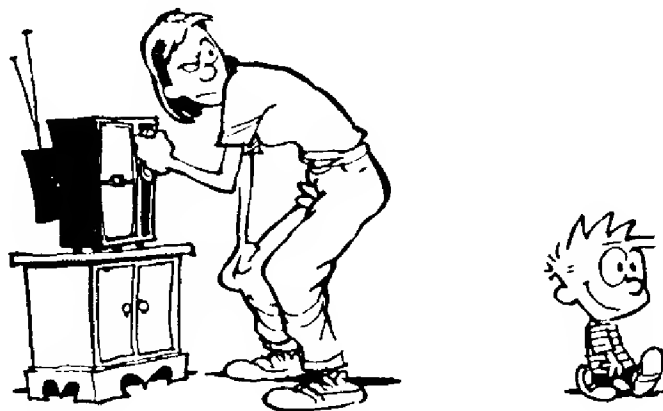
Anything goes.

3.4 Special datelines.

At any time, and with all types of press, the datelines "GM", "Editor", and "L4E" are reserved and can not be used by any player.

3.5 All press are subject to editing.

This is especially important in Gunboat there the identity of each player must be kept secret.



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International subscription is US\$1.5/issue, US\$10 for 8 issues. Both Airmail. Equivalent amounts in other currencies. The easiest way for me is if you send me bills of money as my bank don't charge me any fee when I exchange. No extra game fees.

Trade: I'm interested in trades with game zines and sf zines. Normally I prefer all-for-all trade but I'm always open for suggestions. Naturally both the trader and the tradee have the right to cancel the trade at anytime if he/she wishes.

Tape trade: I accept a quality C90 cassette with a LP recorded on each side as the equivalent of US\$3 (3 issues in Scandinavia). If you're interested in taking advantage of the offer then send me a list of what albums you've got and tell me how many cassettes you'd be willing to send me.

Contributions: If I print part or all of a letter of comment (LoC) you are entitled to a free issue. Articles, art and other contributions would be "worth" much more and the number of free issues would depend on suitability, etc, and personal whim. I'm very interested to publish a subzine (e.g. a regular column). That, and "regular" contributions, doesn't have to have anything to do with Diplomacy!

Back issues: There are no back issues left, but if anyone wants I can Xerox one or more issues. #3 cost the same as normal issues, #1-2 half that each. Note that #1 is written in Swedish, and #2 is partly in Swedish.

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